BRAD BURZON

Skills _____

- Programming Languages: Java, JavaScript, TypeScript, Python, C, SQL, Kotlin
- Frontend: HTML, CSS, Angular, Bootstrap, Jekyll
- Backend: Node.js, Express.js, MongoDB, Firebase, JSON, SQL
- Mobile: Java, XML, Material Design
- DevOps: Docker, CI/CD, GitHub Actions
- Testing: JUnit4, Jest, TDD, Unit Testing, Test coverage, Debugging Tools, Usability Testing
- Collaboration & Agile: Git, Code Review, Documentation, Scrum, Kanban
- Tools & Technologies: REST API, NoSQL, Trello, Microsoft Teams, Figma, Adobe XD

Work Experience ______ Full Stack Developer

Local Restaurant

Fort Wavne. IN

Oct 2023 - Feb 2024

- Significantly reduced operational costs for a restaurant by developing a cost-effective ordering web app using Angular, TypeScript, HTML, CSS, and Bootstrap with Firebase as the backend.
- Achieved 99.999% uptime and maintained a 99.98% accuracy rate in processing orders in the span of 5 months by strategically implementing CI/CD pipelines with GitHub Actions and leveraging Firebase's active listener architecture.
- Actively engaged with the restaurant manager across all stages of the SDLC, from requirements analysis through to weekly sprint meetings, ensuring the seamless transition of a potentially shippable product to a fully realized solution.
- Boosted order handling efficiency by 30% through collaboration with management and staff members of a local restaurant, enhancing communication between servers and cooks.

Computer Science Teaching Assistant

Indiana University

Bloomington, IN Aug 2016 - Dec 2017

- Enhanced communication skills by effectively conveying complex programming concepts to 30 students, fostering their problem-solving abilities essential for software development.
- Demonstrated exceptional time management by efficiently grading over 500 homework assignments and 420 lab quizzes within tight deadlines, ensuring timely feedback for student progress.
- Fostered a collaborative learning environment, significantly improving students' understanding of key computer science concepts like data structures, abstraction, recursion, and more.

Education __

B.S. in Computer Science

Purdue University Fort Wayne

Fort Wayne, IN

Dec 2023

Projects _____

2DoList Feb 2024 - Present

• Enhancing code maintainability by 30% through the application of DRY, KISS, and SOLID principles in Java, facilitating easier updates and scalability.

- Achieving a 15% faster project turnaround by optimizing the development workflow with version control via GitHub, Android Studio, and IntelliJ, enabling guicker releases and feedback integration.
- Developing an Android application for daily task automation, leading to a more intuitive user experience, using Java, Android Studio, XML, Gradle, and Material Design.

Cerebro Aug 2022 - May 2023

- Contributed to a more engaging user experience Legacy Code to improve UI, add features, and assist in game design using Java, Android Studio, XML, and Firebase.
- Boosted project efficiency and development time by 20% through strategic use of GitHub and Scrum Agile, streamlining collaboration and sprint management in a 4-person team.
- Enhanced user satisfaction by 15% following comprehensive usability testing, identifying and refining critical game features based on expert feedback.

Career Path Recommendation

Aug 2021 - Dec 2021

- Distinguished the project from 7 competitors by leading the user interface design and development of a prototype for a career recommendation engine using Adobe XD, resulting in a superior user interface and user experience.
- Implemented a responsive UI using HTML, CSS, Bootstrap in Angular for optimal user experience across various devices, while collaborating closely with 3 team members on comprehensive project documentation and code review submission.
- Streamlined project planning with Scrum Agile, cutting development time by 20% through efficient sprint management.